

When a player puts his selected tile in its matching "Diamond", he immediately removes the face down tile that was used for the last round. Therefore, at the end of each round, every player has one tile face down on the board and three in front of him for selection on the next round.

9. A game ends when one team, or both, captures SEVEN tiles. The value of the tile points is counted. (See above for value of tiles) The team with the highest total wins the game. The losing team pays the winners the difference in points with chips. For example: The scores are 45 to 27, the losers pay the winners 18 chips (one blue, one red, and three white chips).
10. After one or more games, the team with the most POINTS IN CHIPS is the WINNER.

FOR TWO PLAYERS:

Each uses a B-O-N-D of a different color, playing from one side only, using the above rules.

FOR THREE PLAYERS:

Two players as a team sit opposite each other and use the B-O-N-D of one color, and the third player uses the other colored B-O-N-D playing one side only. No change in the above rules.

MILTON BRADLEY CO.
Springfield, Massachusetts

THE JAMES BOND "007" GAME

DIRECTIONS FOR 4 PLAYERS

TO SET UP THE GAME:

1. The game board is placed in the center of the table.
2. Players are seated on four sides. They are known as the Red players or Black players, depending on the color of the letters B-O-N-D facing them. Red players are partners. Black players are partners.
3. Each player takes four LETTERED B-O-N-D tiles of his color and places them in front of him, off the board.
4. The NUMBERED tiles, those with DOTS or "007" on them, (Both Colors), are removed from the adhesive paper and placed FACE DOWN on the table and mixed well. The blank extra tile is not used.

VALUE OF THE TILES:

Tiles with DOTS have point value equal to the number of dots (1 to 5 points). The "007" tiles are worth 10 points each, which makes them valuable to capture.

5. The CHIPS are equally divided between players, if two, or teams if three or four, with one player from each team acting as its banker.

VALUE OF CHIPS:

White Chips . . . ONE Point
Red Chips . . . FIVE Points
Blue Chips . . . TEN Points

PLAYING THE GAME:

1. The first player drawing an "007" tile goes first, followed by the player to his left. Players take turns taking NUMBERED tiles. (DOTS and 007's) ONE AT A TIME, and placing them FACE UP in the 16 windows in the center of the board.
2. Once a tile has been put in a window, it cannot be moved until captured.
3. A tile MUST be placed by the player who drew it, whether or not it is his own color. Placing of the tiles in the windows is an important part of the game! When a player draws a tile of his opponent's color, he puts it where he thinks he can capture it easily. When a player draws a tile of his own color, he puts it where he thinks it will be protected from being captured.
4. After the 16 tiles are placed on the board, it does not matter if there are more of one color than the other.

CAPTURING TILES:

Note: Red tiles are captured by the Black team. Black tiles are captured by the Red team.

THE FIRST ROUND:

1. When all 16 windows are filled, each player secretly chooses one of his 4 LETTERED B-O-N-D tiles, and places it FACE DOWN to the right of his 4 LETTERED DIAMONDS on the game board.

2. When all have made their selection the tiles are turned over. Each player now places his LETTERED tile in its matching "Diamond" before him. This "Diamond" points to the row of the tile-filled windows the player uses this round.
3. A tile is "Captured" when it is in the window where a PLAYER'S ROW CROSSES AN OPPONENT'S ROW. An example of capturing a tile is shown in DIAGRAM 1 (for 2 players) in the cover. The row marked by the Red "N" crosses the row marked by the Black "O" - thus the Black "007" tile is captured by the Red player.
4. One, two, or four tiles may be captured in a round, depending on the number of players and where the LETTERED tiles are placed. Diagrams #2, & #3 (inside the cover) show examples of capturing tiles when playing with 3 and 4 players.
5. The banker for the Black team removes all NUMBERED RED TILES captured and keeps them in front of him. The banker for the Red team collects the captured BLACK TILES.
6. New tiles are drawn and placed in the empty windows as in the beginning of the game. A player from the team which lost the most points in a round draws first.
7. At the end of a round, the LETTERED tile each player has JUST USED is turned FACE DOWN in its "Diamond".
8. After the first round, each player must make his secret selection from his remaining three tiles. The game continues as above with one exception:

JAMES BOND 007 CARD GAME

For 2 To 4 Players

James Bond, the internationally famous 007 Agent, is equally skilled with a deck of cards as he is with a gun. He endorses this unique card game as it is easy to play and allows the contestant to take a chance and bluff his opponents.

THE OBJECT OF THE GAME is to win points by MAKING or BLUFFING a Winning Combination of 3 cards.

TO START THE GAME

1. Each player gets chips equal to 36 points, distributed as follows: 2 BLUE chips, worth 10 points each; 2 RED chips, worth 5 points each; and 6 WHITE chips, worth 1 point each. Any extra chips are put aside to be used as a bank for making change.
2. Uncover the tray and place it in the center of the table for a POT. Each player places 4 WHITE chips into the POT before starting the game.
3. One player, the DEALER, shuffles the cards and deals three to each player, one at a time. They are placed in a row left to right in front of each player; the first card, number side UP; the second, number side DOWN; the third, number side UP. The remaining cards are placed in the center, number side DOWN for a draw pile.
4. Players may look at their DOWN card, replacing it DOWN on the table.
5. WINNING COMBINATIONS can be made in two ways, either "3 of a kind" (3 cards of the same number), - OR a RUN (3 numbers in order). The "007" card is WILD; that is, it can represent ANY NUMBER, from 1 to 7, that the player wishes.

Some examples of Winning Combinations would be: 5-5-5, 5-"007"-5, 2-3-4, or 2-3-"007".

RULES FOR PLAY

1. Turns start at the dealer's left, going clockwise.
2. In his turn, a player may do the following:
 - a. Immediately announce a Winning Combination, (such as three 5's). In this case he does NOT draw a card.

b. He may draw the top card from the DRAW pile and replace either UP card or his DOWN card. If he replaces the DOWN card, he keeps the card DOWN. The replaced card is placed face UP on the discard pile.

c. After replacing a card, the player may either ANNOUNCE a Winning Combination or PASS, ending his turn.

NOTE: A player does NOT have to hold a Winning Combination to announce one, as he is allowed to BLUFF.

4. If a player announces a Winning Combination, his opponents have the opportunity to ACCEPT it or CALL HIS BLUFF, before the down card is revealed.

5. If ALL opponents ACCEPT his call, the player reveals his DOWN card. If he was BLUFFING, the Winning Combination, he wins 1 point (1 white chip) from the POT. If he was BLUFFING, by NOT holding a winning combination, he wins 3 points (3 white chips) from the POT. In either case, his Three cards are discarded and his turn ends.

6. One or more opponents may doubt his call, and CALL HIS BLUFF. An opponent doubting the call places 1, 2, or 3 chips (points) in front of him as a bet that the player is bluffing. The player then reveals his DOWN card.

a. If the player holds a Winning Combination, he wins the bets from opponents who called his BLUFF and also 1 chip from the opt. His three cards are discarded ending his turn.

b. If the player does NOT have a Winning Combination (was BLUFFING), he must pay each bull-calling opponent chips equal to what they bet and also 1 chip to the pool. The player KEEPS his 3 cards, ending his turn. His DOWN card must be kept down.

7. Whenever a player has discarded all 3 cards (as in rules 5 and 6-a) he must wait until his following turn to replace them. At the START of his next turn, he takes 3 cards, one at a time, from the DRAW PILE, replacing them in front of him, 2 UP and 1 DOWN.

8. Turns continue as in rules 2 through 6, each play or having an opportunity to replace a card and announcing a Winning Combination or passing.

9. Whenever the DRAW pile is used up, the DISCARDS are shuffled to start a new pile.

10. A player who was caught bluffing may not have enough chips to pay off, in which case he pays as much as he can, starting to his left.

11. Whenever a player has lost all of his chips, he is out of the game.

12. The game ENDS when there are no more CHIPS in the POT.

13. At the end of the game, players count their chips. The one with the most POINTS is the WINNER.